

# Samurai 5e Fighter subclass and fighting spirit in dnd

## Is Samurai great 5e in Fighter subclass?

It is relatively good and is the ideal fighter subclass if you also want to be the celebration's face. Based on your idea of the perfect 5e Samurai, playing a Kensei monk may suit you better. A 5e samurai's resolve is almost indestructible. The enemies in a samurai's route have two choices: yield or die fighting. Source: Xanathar's Guide to Everything

### Bonus Proficiency

Suppose you opt for this archetype at 3rd level. In that case, you acquire proficiency in a number of these skills of your choice: Background, Insight, Performance, or Persuasion. As an alternative, you find one language of your choice.

[Samurai GIF](#) from [Samurai GIFs](#)

### Fighting Spirit

Beginning at 3rd level, your strength in battle can shield you and assist you in attacking true. As a bonus action on your turn, you can give yourself an advantage on most weapon attack rolls before the end of the current turn. You can use this attribute three times. You regain all expended uses of it when you finish a long break.

Read [5e sacred flame](#)

# Elegant Courtier

When you create a Charisma (Persuasion) check, you gain a bonus to your test equal to your Wisdom modifier. Your self-control also causes you to obtain proficiency in Wisdom saving throws. If you currently possess this proficiency, you gain proficiency in Intelligence or Charisma saving throws (your pick ). Beginning at Level 7, your attention and discipline to detail allow you to improve in social situations.



Samurai 5e dnd fighter

# Rapid Strike

Beginning at 15th level, you learn to trade accuracy for swift strikes. Suppose you choose the Attack action in your turn and benefit from an attack roll against one of those targets. In that case, you can forgo the Advantage for that roll to make an extra weapon attack against that goal, as part of the identical action. You can do this no more than once per turn.

Read [Suggestion 5e](#)

## Tireless Spirit

Your Fighting Spirit's everyday limitation matters significantly less!

*Beginning at Level 10, suppose you roll the initiative and have no Fighting Spirit remaining. You regain one use.*

Plan to use Fighting Spirit at least once per fight now! That is a mighty bonus to your number of events per day. You may be one level off of swinging three times per turn. That means 5e Fighting Spirit grants you an advantage on three attacks and ten temp HP. Every encounter can now fall under a cataract of the advantage-boosted loss coming from you.

You may want to be cautious with your default-given Fighting Spirit usage. Temporary hit points don't pile, so maybe reconsider waiting on consuming another Fighting Spirit if you still have temp HP left over. Do not allow that pause you from rampaging on a crucial enemy, of course. They probably deserve it.



Fighting Spirit 5e

## Strength Before Death

Beginning at 18th level, your fighting spirit can delay the grasp of death. Suppose you take damage that reduces one to 0 hit points. You may use your reaction to delay falling unconscious, and you may immediately take an excess turn. Suppose you've got 0 hit points throughout that extra turn, taking damage causes departure. Saving throw failures as standard, and three death saving throw failures may still kill you.

As soon as you utilize this feature, you can not use it again

until you finish a long break.

## Home-brewing Samurai 5e

That means it is not official D&D content, and it is up to your DM to allow it. There is no balance. And the page itself states that the class is incomplete. So you may be wildly over-or under-powered compared to your allies if your DM allows it at all, to begin.

Read [Aura of vitality](#)

Assuming your DM does allow performing this class, you would create the character following the “Creating a Samurai” and “Class Features” rules listed on the page. Suppose you’re unsure how to start a character in any way. In that case, you can view the official primary Rules at no cost on the D&D site, including character creation rules.

XGE includes the 5e Samurai archetype, which is preferred when you hit 3rd degree as a Fighter. Regrettably, XGE is not free content, so you’ll have to acquire this info in some way. There are lots of legal options:

- You or someone in your group purchases Xanathar’s Guide to Everything. The clickable link is provided here.
  
- You purchase only the Samurai rules on their own out of D&D Beyond.
- You lend a copy from the local library or gamer group that lends books.
- Nothing should stop you from roleplaying a samurai in 5e.

When you don’t have any way to acquire Xanathar’s Guide, along with your DM does not allow homebrew, not all lost. Nothing is stopping you from roleplaying as a samurai. Produce a Fighter

(or as others have said, possibly a Monk or even Barbarian). And flourish your descriptions in a match with the best way to imagine your samurai character fighting and acting. Agree to a DM that you are trying to style your personality after Samurai Jack, and any decent DM will help you with that goal.

## Samurai 5e subclass

If he doesn't have Persuasion proficiency, it's a colossal waste.

When he wants to smash things, it is not the best choice but does have some potential. Fighting Spirit is decent but doesn't fully shine till they begin getting Extra attacks (level 5, 11 and 20). That is very potent when coupled with Action Surge. Utilize Fighting Spirit to gain Advantage on ALL attacks for the remainder of your turn. Create your assault (s) (again, Extra assault will help a lot) then use Action Surge to make all your strikes. At his next level (5) if he gets Extra Attack, he can create four attacks with Advantage in 1 twist, which is pretty exceptional.

Using a Longsword in two palms can be hugely limiting him if he went together with all the Great Weapon Fighting Style. Since the GWF style lets you reroll a 1 or 2 on any damage die, he'd much better off using a Greatsword or Maul, since they both have two damage die rather than one like longswords. I don't know the exact math, but this significantly increases his ordinary damage per attack. He can taste it like an Odachi to match together with the Samurai 5e feel.



## Samurai in 5e

Sentinel honestly isn't the best accomplishment to get a Samurai in 5e. As mentioned, he must use a Greatsword, and Sentinel is best with a Glaive. Also, Fighting Spirit only lasts till the end of the Samurai's turn. Before their next turn or before the close of the round, it'd be a lot more potent as they could have Advantage on their Attacks of Opportunity.

Good Weapon Master will be much better. Suppose he kills somebody with an assault or scores a crit. In that case, he receives another attack that will benefit from the Advantage of penalizing Spirit.

The next part of GWM is "Before you make a melee attack with a heavy weapon that you are proficient with, you may choose to take a -5 penalty to the attack roll. The Advantage gained from Fighting Spirit could cancel the -5 penalty. That applies to every one of the Samurais strikes; that's a tonne of damage

possible all told, with Action Surge and penalizing Spirit.

## **How can you make a Samurai at 5e D&D?**

That entirely depends on what degree of historical accuracy you're trying for versus what degree of stereotype you are opting. Indeed many of those ancient Japanese warrior kinds believed in magical and practiced it. It was along with other non-martial disciplines such as medicine, art, literature, calligraphy, diplomacy the list goes on.

What was a samurai in the historical era? My point is that Samurai was a societal rank, not a project and not a role with a pre-defined skill set. Many Samurai were inept in combat as they were just born to the samurai class rather than trained warriors. Hence in D&D, you can justify making a samurai pretty much anything you want. That isn't completely helpful. So maybe it's ideal to go that stereotypical route.